RIVER RAID™

PLAN OF OPERATION

ACTIVISION. COLECOVISION™ SERIES

YOUR MISSION IS...to score as many points as possible by destroying enemy battleships, helicopters, fuel depots, jets, land tanks, hot air balloons and bridges before your jet crashes or runs out of fuel.

INITIAL SET-UP

1. **Insert cartridge** into your game system with the power OFF. Then, turn the power ON.
2. **Select game** by pressing the appropriate number on the hand controller (uses no overlays). There are eight game variations (see chart).
3. **To start the action**, move the Control Stick or press a side button.
4. **To begin a new game** at anytime, press Reset on the game console. * or # on your hand controller can also reset the game, but only after a plane has crashed or when the current game has ended.
5. **Turn power OFF** before removing cartridge.

ORIENTATION

The River of No Return. The river is divided into sections, with a bridge at the end of each section. You will encounter islands, narrow channels, bays and lots of enemy air and water craft moving in to block your path. Also, the farther down the river you fly, the more harrowing things get.

The current bridge number is displayed on-screen and is an indication of your progress up the river. It is updated whenever a bridge is destroyed. Advanced pilots may start the game at later bridges, bypassing the easier sections of the river. Here are your options:

GAME VARIATION CHART

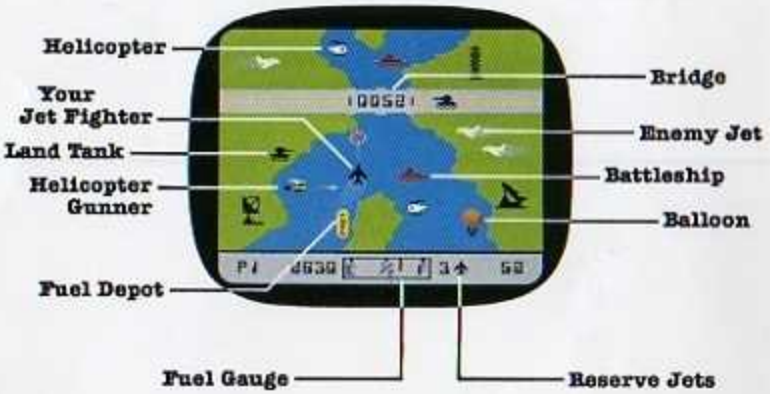
GAME NUMBER	STARTING BRIDGE	NUMBER OF PLAYERS
1	1	ONE
2	1	TWO
3	5	ONE
4	5	TWO
5	20	ONE
6	20	TWO
7	50	ONE
8	50	TWO

Your Jet Fighter will bank to the left or right when you move the Control Stick left or right. To accelerate, push it forward. To slow down, pull it back. Press either side button to fire missiles (hold for continuous fire).

Your Squadron. You'll begin with four jets (one active, three on reserve). With each 10,000-point increase, you're given an additional jet. You lose a jet if it runs out of fuel, or touches anything except a fuel depot. River Raid™ ends when all of your jets are lost.

Fuel Gauge. Always keep an eye and an ear on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below ¼ full, a warning siren sounds to alert you. To refuel, fly over a fuel depot. The slower you fly over it, the more fuel you'll receive. A bell will sound while you are refueling. This sound changes to a higher pitch when your fuel tank is full. If you don't need fuel, you can blow up the fuel depot. But keep in mind that the farther down the river you fly, the fewer fuel depots you'll find.

Land Tanks appear on the road at the first bridge. Beginning with Bridge 7, they'll dodge up to the shoreline and commence shooting. **Helicopter Gunners** begin appearing at Bridge 13.



SCORING

TARGET	POINTS
Tanker	30
Helicopter	60
Balloon	60
Fuel Depot	80
Enemy Jet	100
Helicopter Gunner	150
Bridge	500
Bridge with Tank	750

JOIN THE ACTIVISION® "RIVER RAIDERS"

If you reach a score of 25,000 points or more, you are eligible for the official rank of River Raider. Just send us a picture of your TV screen showing your score along with your name and address, and we'll send you an official River Raider emblem. Be sure to write "River Raid: Coleco" and your score on the front corner of your envelope.

"HOW TO RAID THE RIVER..."

Tips from Carol Shaw.

Carol is a first class game designer and a computer science scholar. She's also a serious bicyclist, and can often be found cycling through the wilds of her native California coast.

"The River of No Return holds many special challenges and dangers for would-be River Raiders. You'll not only have to know your assault jet, but you'll need to have a good idea of your basic flight plan before you start.

"By knowing the river, pinpointing areas with the highest concentration of enemy, **and** the most fuel depots, you'll have a much better chance of surviving.

"Fuel is also a critical factor. When you're far up the river, fuel is scarce. Hence, flying to the next fuel depot should be your top priority. Also, you'll find you can actually blow up a fuel depot right in the middle of refueling. That way, you can gain points and refuel at the same time.

"If you make it back to Allied territory and need some R and R, kick back and drop me a note. I'm always up for a high-flying tale."

Carol B. Shaw

Adapted for Colecovision™
by Sydney Development Corp.

ACTIVISION®
VIDEO GAME CARTRIDGE
LIMITED ONE-YEAR WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this Activision video game cartridge that it will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Activision agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at the address below.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Activision. **Any implied warranties applicable to this cartridge are limited to the one (1) year period described above. In no event will Activision be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this cartridge.**

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Consumer Replacements
Activision, Inc.
Consumer Relations
2350 Bayshore Frontage Rd.
Mountain View, CA 94043

Let us get to know you!
If you have questions or comments about our games or clubs, or want to be added to our mailing list, drop us a note or call the "Game Hotline" toll-free at (800) 633-GAME. In California call (415) 940-6044/5.

ACTIVISION.

Activision, Inc., Drawer No. 7287,
Mountain View, CA 94039

Colecovision™ is a trademark of Coleco Industries, Inc.

©1982, 1984 Activision, Inc. VS-002-03
Printed in U.S.A.